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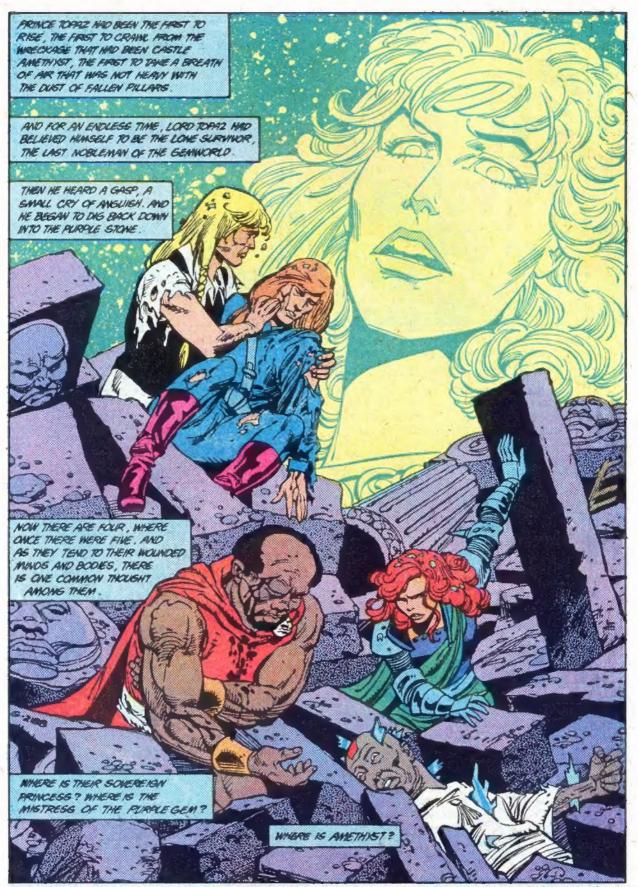
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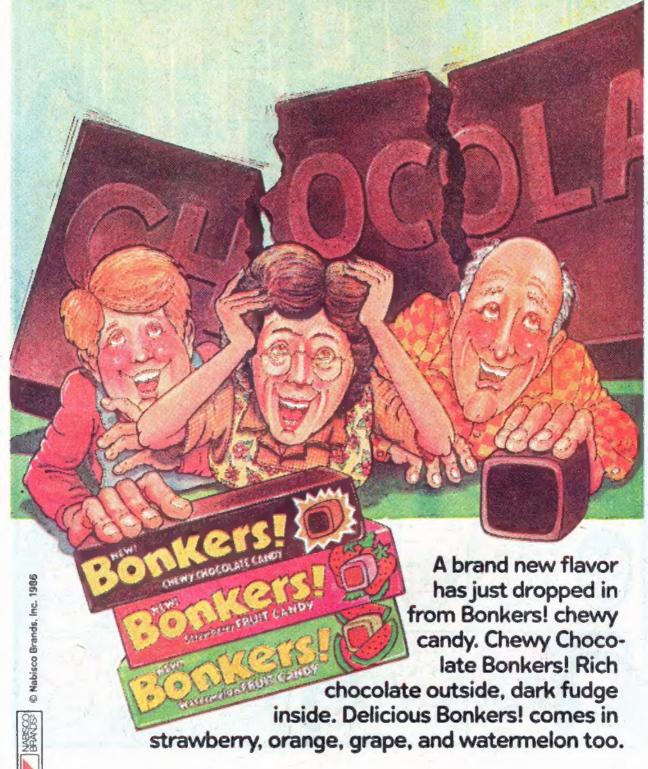
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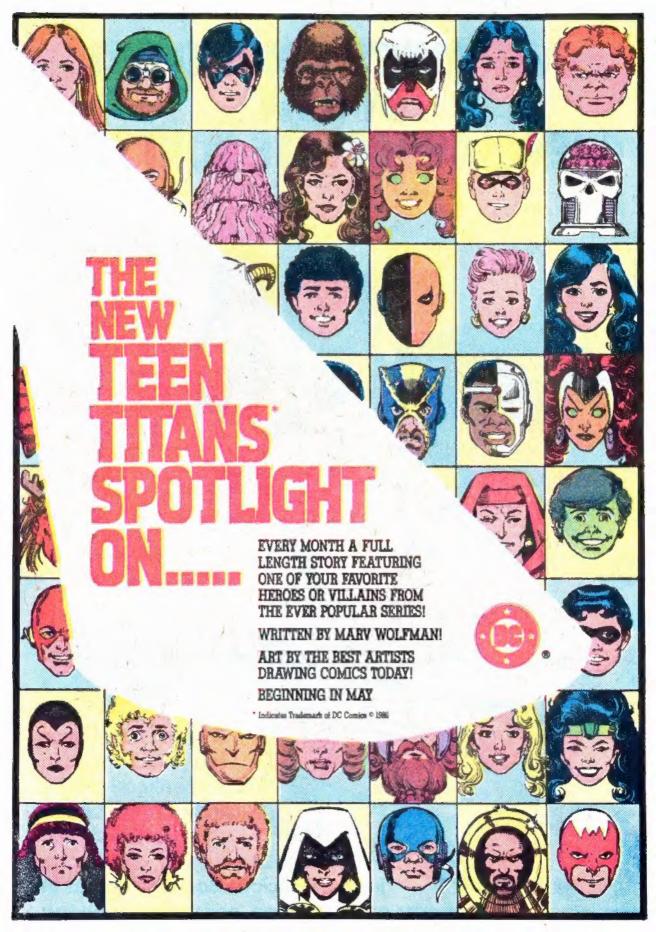






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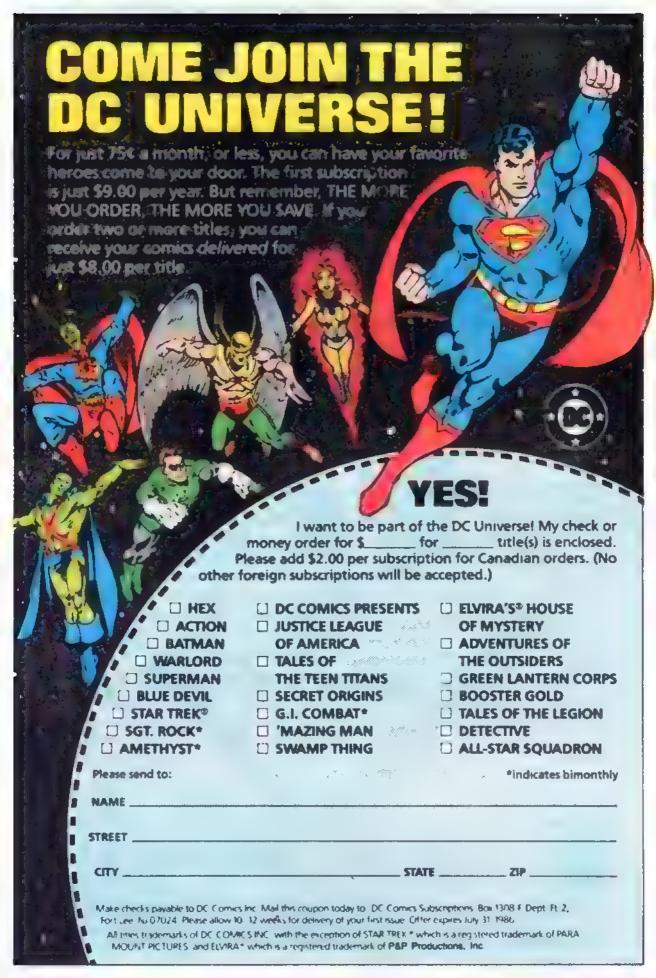
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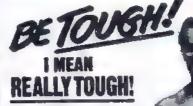
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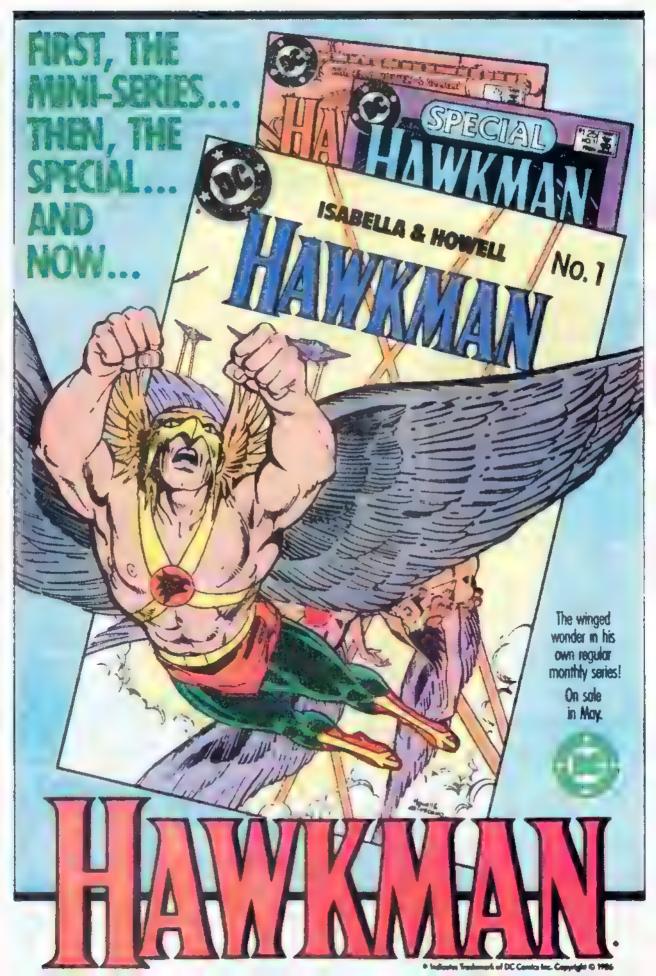


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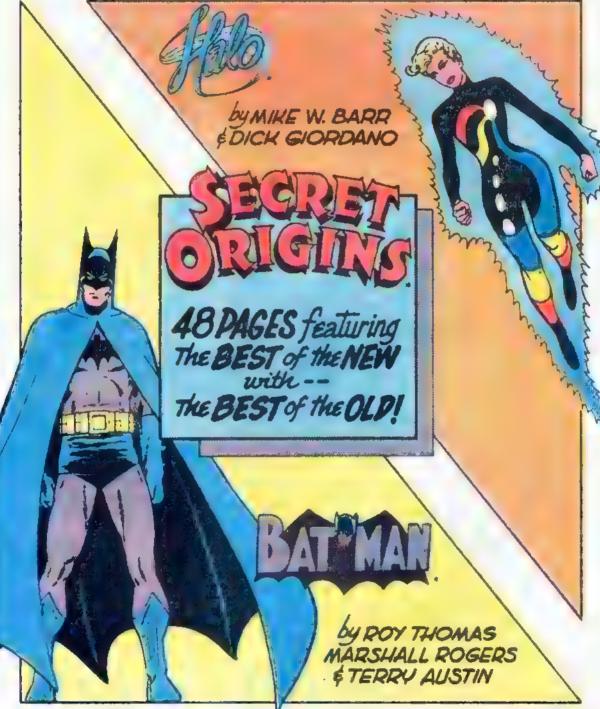






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Dear Dick.

I have been entertaining this idea for a guest Meanwhile...for some time now, but I was convinced to send it in when I saw Mark Evanier's article last week on potential comic creators, and how they should go about getting started. To be sure, Mr. Evanier's article was well thought out, badly needed, and in short intelligently expressed. I like it! However, I feel that as good and important as it was, those same prospective artists, writers, and editors need to hear from one of their peers, one who wants to be a creative and directional force within the industry, but also one who has not yet been able to participate professionally in this labor of love.



Mr. Evanier made the excellent point of not accepting any one professional's word as law. This is true not only by virtue of common sense, but in my personal, practical experience as well. I have heard many professionals utter many different perspectives, and the only real comment that must be made to further this point is that every creator has their own style; this is true from company to company, whether you're at DC (as I still hope to be), Marvel, First, Eclipse, etc. However, in order to help the many in my position, I am going to offer some of my experiences and advice, which should, as is true with all advice, be annotated to fit the needs of the advisee.

When I first realized that I wanted to

be involved with comic books professionally, it was during the summer preceding my senior year at Boston University, mere months before my first Meanwhile... was to be published. Now, I was in management school, and after this revelation, I wasn't quite sure why. Nonetheless, I carried things through in what I considered to be a rational. professional manner. I graduated, and then proceeded to make friends in the industry without making a pest of myself to the administration. This is important if you want to earn the respect of any industry professionals I made appointments for interviews, instead of simply showing up and expecting some of management's (or anyone else's) valuable time. I hatened, and I observed, and I learned the proper way to deal with different people, depending upon who they were, and how they wanted their expectations to be met. I continually keep in touch in order to insure that I am not forgotten, and in order to keep various persons up to date with what I am doing. Most importantly, I remain involved. I worked free-lance for a distributor running shows and working in his store, and when the time came to support myself, I didn't mope around telling everyone that my unemployment was the direct fault of the blind comic industry, who was passing up possibly the greatest editorial talent to ever pick up a pen; au contraire, I got myself a position in the production department of a major New York publishing house. This was and will always remain in my eyes a crucial step towards the development of my experience. It is easy enough to

tell everyone that you've got talent, but before you can expect them to believe you, you have to go through a process of "paying your dues." Some may view this step as unfortunate, but it is definitely necessary. I have known many people who have tried to go directly into comic books, and have failed miserably because they couldn't wait around for the position of their choice to present itself. True, the industry may have lost a little talent, but perhaps those people didn't have what it takes to become successfulpatience, perseverance, and guts. It's okay to go out and get yourself another job if it helps provide experience or is related in some way to the industry of your choice—you may actually enjoy it, as I do mine!



Finally, I didn't let my friends. professionals, or myself discourage me. I remain an active panelologist, I am still writing, working, and loving all of it, and I still have the same aspirations of breaking into the comic industry-this is where one's selfconfidence takes an active part in one's future! Oh, yes, I did do one other thing: I joined The Chain (plug, plug!), The Amateur Association of Comic Book Creators, which I have recently become reinvolved with, after a brief hiatus. Anyone interested in joining up is certainly welcome to drop me a line. The only catch is, you must be senous!

Anyway, there you have it: the advice from a peer, a hopeful, an undiscovered talent. I sincerely hope that my fellow prospective professionals benefited from this article (I hope you did, too, Dickl), and by the way—I haven't seen or spoken to you in close to three months, and it's about time I did—I'll set up an appointment soon. Say hello to all my friends at DC.

Be well, Dan Adlerman 220 E. 26th St., #4E New York, NY 10010



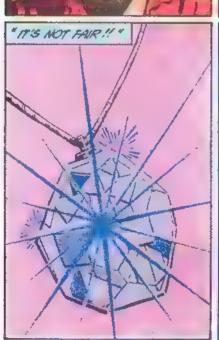
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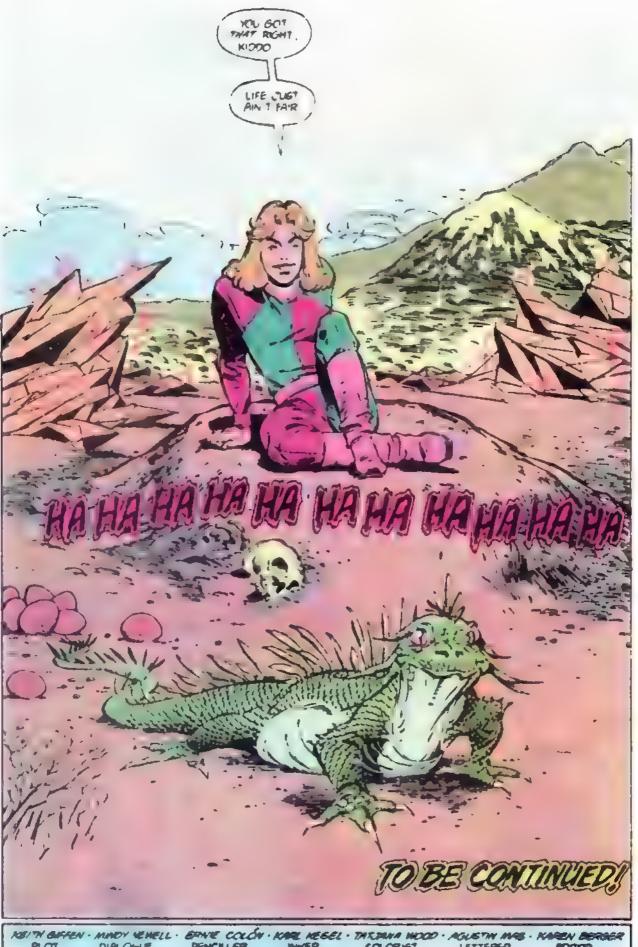












MET'H BIFFEN - MINDY NEHELL - BENNE COLÓN - KAREN MESEL - THISHING HOOD - AGUSTIN MAS - KAREN BERGER PLOT DIALOGUE PENCILLER INNER COLORIGI LETTERER EDITOR



Dear Karen.

I am a recent convert to AMETHYST, having begun collecting only because I knew female super-hero comics need all the help they can get to stay alive. I was pleasantly surprised to find myself charmed by the few issues I've read and am therefore distressed to see AMETHYST falling to a bimonthly schedule. I hope this trend reverses itself very quickly.

If that can be accomplished solely by producing a comic of quality, issue #12 indicated you can achieve your goal. It was a delightful tale, well-told and fetchingly illustrated. The framing device (Amy as baby-sitter) was quite effective, and the twins' interjections were welcome. Congratulations. Both of these elements could easily have seemed clichéd or tiresome. I, of course, enjoyed such touches as the Wonder Woman doll, Titan magazines, and the Batman poster.

The cover was very nice—simple, yet striking, and most importantly, it conveyed the essence of the interior.

I look forward to Mr. Colon's return to these pages. I hope he can help our favorite Gernworlder attain new heights of popularity (and quality, of course). Best of luck to all involved.

> Craig Butler 649 Brorx River Road Yonkers, NY 10704

Glad to have changed your comic book "persuasion," Craig, and thanks for your supportive words. We were real pleased with issue #12's creative team, too. Once again writer Mindy Newell spun a charming tale, and you can read more by M.N. not only right here in these pages (as you well know) but in the LOIS LANE SPECIAL-a captivating and emotionally gripping sage about missing children on sale this month. I couldn't recommend it highly enough. Special thanks also to Collean Doran, of Warp Graphics' Distant Soil fame, for the wonderful illustrations. And, lest I forget, a round of applause to cover editor, Ed Hannigan, who (you guessed it) designed the knock-out cover.

Dear Karen:

First off, I've never opened a letter before by using the editor's first name, but after all this time, I feel like you're an old friend. I rarely, if ever, get so involved in a comic that I feel like the writers and artists are close friends, so I thank you for being such a great group of friends.

The reason I decided to write this letter was to inform you that you had gained yet another fan of your light fantasy AMETHYST. To tell you the truth. I had never read an issue involving Amethyst before the CRISIS. When I read of her involvement in issue #11.1 thought "Well, maybe she's not all bad. Maybe I'll look at a comic of hers." The fact that Dr. Fate was going to make a quest appearance didn't deter me any either. My girlfriend lent me her collection of Amethyst, so I started looking through her adventures. Before I knew it, I had read all of her adventures from LEGION OF SUPER-HEROES preview to the fifth issue of her second series plus her Annual and DC COMICS PRESENTS appearance, I was hooked! The ironic thing of it was that she started her collection with an old AMETHYST comic that I had bought and never read because I thought it looked boring, I learned my lesson. From now on, I plan to follow her to any dimension.

It goes without saying that I admire the wonderful characterization that this comic is becoming popular for. Even on the onset of the maxi-series project, terrific characterization lurked in these pages. After all this time, I still mourn for poor Granch's death. Let's not ever forget him in these pages, all right? I have no doubt that Keith Giffen will keep up the wonderful standards that this book has acquired. Good luck on your stay here, Keith, may it be a long one.

Along the art lines, I'm still celebrating the return of Ernie Colon (pass the 'tato chip dip, Mom). He has a certain flair for fantasy like this and if I didn't know better I'll bet he's wondering why he's getting paid to draw such fun stuff. I'il bet he's having a ball doing the pencils for this comic. His women are really beautiful, too.

As for the plot line, I have yet to outguess you guys. I thought for sure that Dark Opal had returned as Uncle Orville (ouch, what a name), but he was just a robot. Then I thought that maybe Carl was a robot, too, and that Serdonyx had sent them to spy on Amethyst and Princess Emerald. I was wrong about that too. Then I thought that Dark Opal would return and Carl would save Amethyst. No luck. Oh, well, that's half the fun of comics.

I think it might be fun, as a breather for hectic Giffen, to have a couple of one-issue stories. I think one story you could use is having the pack of wolflike creatures that Taffy was in charge of (remember #2 from the first series?) being attacked by some demonic or

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dragonlike creature that wants to live in their part of the forest. As a last hope, they subconsciously call for Taffy, their leader, to come and save them. Of course, their combined magical abilities . would bring him to Gernworld just in time to regroup them and drive the foul beast away. What do you think? Oh, well, I tried. Another idea is to have a story quest-starring Kirby's Sandman. It fits, since he probably lives next door to that dimension between Earth and Gemworld. You could either have one of Sandman's assistants, Glob or Brute, accidentally go into Gemworld and mystical properties there mutate them further and make them go mad and go on a rampage. This would cause Sandman to help come to the rescue, and his dimension's relation, if any, to Gemworld's could be explained; or while Amethyst is traveling to Gemworld in her sleep, something causes her to lose her Amethyst necklace and she gets trapped in the in-between dimension. These are just a few ideas; you can come up with much better ideas, I'm sure. A breather for Giffen might be appreciated, though, and if you do need help scripting, I'm sure I could find time (hint, hint).

Oh, well, keep up the wonderful work. I'm with you until Dark Opal leaves Gernworld to become a yuppie.

> Sincerely, Kyle Kofoid 218 North Cherry Street Lamoni, IA 50140

Hurrahl Yet another who has seen the light! We had hoped the series' new direction (tying Amethyst firmly into the DC Universe and the Dr. Fate connection) would attract more readers like yourself, Kyle. Welcome aboard! Unfortunately, we didn't win over enough new faces, but more on that later. As for Ernie Colon ... he's planning to add another exciting new project to his magical drawing board—THE STARDUST KID—a fantasy/super-hero title written by none other than J.M. De Matteis of the critically acclaimed Epic Moonshadow series. Yours truly

Dear Gems.

will adit.

Wow. I knew that CRISIS would be bringing on changes, but not ones of this nature to Amethyst, of all people! I've never really followed Amethyst's regular series, feeling that the maxiseries had been just the right amount of story for the purple princess. I sat out for

an entire year. Then, the other day, I saw the CRISIS crossover, written by Keith Giffen and Robert Loren Fleming no least "What is this?" I thought. "Amethyst meets Ambush Bug? With Dr. Fate?" I was highly intrigued, to say the least. After I read issue 13, however, I was highly impressed. If Giffen and Fleming keep this up, and stay on AMETHYST, this book just may make the final cut in the reevaluation I'm currently putting my buying list through. I've already given the LEGION the axe, so that's fairly high praise to you guys.

As far as plots go, something plenty weird is going on here. I basically have no idea what's going on at all. I was interested by, however, the way Amethyst started to bleed from the head after hearing the story of how she was actually taken to Earth. I believe the cut was in exactly the same place her mother's was in the flashback.

The artwork is excellent, as Ernie Colon's work usually is (even though he did get a bit sloppy towards the end of the maxi-series). Judging by this and LEGIONNAIRES 3, he's found the perfect inker in Karl Kesel. In fact, he seems to work well with Giffen and Fleming and Berger, too. Heck, they all seem to bring out the best in each other. Anyway, keep it up, guys. I love things that complicate my life like finding a place for AMETHYST on my list will. I guess I'm just funny that way.

HAPPY TRAILS! Mark Brett Halifax, N.C.

Good work on sighting the same foreheed wound on both Amethyst and her mother, Mark. (I love when the subtleties get noticed!) But, I couldn't help to wonder why, oh, why, you've axed the LEGION from your reading list! One of the biggest mysteries in comicdom has been occurring these past months and our upcoming ANNUAL marks the return of Darkseid. Do yourself a favor and come back to the 30th century. You won't be sorry!

Dear Karen.

You've done it! I have been reading AMETHYST for a long time, and as a perious comic reader, I was beginning to wonder when (if ever) Amethyst was going to change into an adult Princess and start pulling her own weight and making her own decisions. Now you've made the change and I am thrilled! I have always liked the idea of Arny having security, and Amethyst having the adventures, but I had been worried about Amethyst maturing and taking her place as ruler of the Gernworld. The story in #13 was excellent; all of us have to learn sometime that our parents aren't perfect, and taking a little of the fairy tale out of the Gemworld was a great way to turn the story.

I wanted to write and say how much I like the direction AMETHYST is taking and I think the work you folks have been doing is terrific.

Thank you for a great book!

Lorraine Miller 3100 S. 208th F101 Seattle, WA 98188

We're always trying to inject some reality into our fentasy world, Lorreine. And since we're on the subject, please allow me to plug an incredible new limited series that I'm editing—ANGEL LOVE. It's all about the troubles and triumphs of a young woman artist struggling to make it in the big city. But it's entirely different from any other comic out right now, for it's a blend of realism, fantasy, humor, and hard-hitting issues like drugs and abortion. If you haven't already been bold, innovative, and dering and purchased ANGEL LOVE #1, do so now! Be sure to pass it on!

Dear Sir.

I would be surprised if AMETHYST #13 does not touch off a storm of controversy. However, I think I'll try to avoid stating unequivocably whether these latest developments are good or bad, making my every argument simply an extension of the first principle "that is marvy/stinks," and will instead try to honestly evaluate the liabilities and assets of this move.

First, the reservations. I suspect Giffen and Fleming are taking a tack 180 degrees from what Mishkin and Cohn intended. Any radical departure from the original vision of the creators makes me uneasy, because I think there is a lot to what John Byrne says about the creators of classic characters basically knowing what they were doing, and that 90 percent of later "improvements" often take away from what made the character interesting. The "Paradise Lost" aspect of the Amethyst legend, where Amethyst's parents paralleled Superman's origins by laying down their lives so their infant daughter could be saved from wreck and ruin, had a powerful mythic feel to it. (Though admittedly, Giffen's and Fleming's Lady Amethyst strongly recalled the tragedy of a Queen Guinevere.) I do not believe Citrina's painting of Gernworld B.D.O. (Before Dark Opal) as a tranquil place was a total lie-there is other testimony besides Citrina's. Prince Garnet had no reason to lie when he told Amothyst and Emerald that there was a time when it was felt Prince Opal presented no threat as long as Lady Amethyst was around to keep an eye on him. Dark Opal certainly was a mad fool, but not so as to make a dangerous unnecessarily. alliance Evidently Amethyst had to have been so secure in power that even Dark Opal's ego could not blind him to the folly of proceeding against the Lord and Lady alone. Also, there is also the problem of Amy Winston's powerlessness-if she is really a Lord of Order, why would Earth curb all her power and not Fate's?

My most serious reservation is Fate's opening thought, "She may ultimately turn out to be the most powerful creature in the universel" Nowadays,

there seems to be a backlash against "too-powerful" heroes, sweeping up notables like Firestorm, Zatanna, and even Superman in its wake. I personally aim not a proponent of the scaledown powers school, but with Amethyst's sales being in a lull, she sure doesn't need to make any enemies among fans and pros.

Gary Thompson 3701 Roosevelt Dearborn, Mi 48124

It was of our utmost concern when plotting the new direction for AMETHYST. Gary, not to undermine the original concept, but to expand and enrich it. Yes, Amethyst's present role as a Lord of Order is a radical change, but it doesn't negate all that has happened to her as Arry, nor her personal Gernworld history. Yes, the Gernworld's pest (pre-Dark Opal's reign) is now "legend." a romantic tale told by Citrina. But we feel that that notion only embellishes and widens the series' concept. The ruling class of the Gernworld seem to have accepted their rightful ruler's eltered status quite well, so far. But, you never know what ramifications might ensue.

Now for something I really hoped I'd never have to write, but, alas ... as someone once said (end if I ever find that person, I'll definitely give 'em's piece of my mind), all good things must come to an end. Yes, everyone, unfortunately, AMETHYST's number is up. It's time for this monthly series to join that great colorful comic book cavalcade in the sky.

As I mentioned when AMETHYST's frequency changed to a bimonthly schedule a number of months ago, the book's seles were far from sparkling. And, we're sad to say, the situation never brightened. If everyone reading comics were as loyal, supportive, and interested as all of you, then I wouldn't be writing this part of the column. But, I guess some people feel that they must outgrow fairy tales and fantasy. We, of course, know that there's magic in believing and we're never going to forget it!

So ... I'll save our good-byes (sniff sniff) for next issue's double-sized spectacular-AMETHYST SPECIAL #1where our princess makes the ultimate sacrifice to banish Cheos from the Gemworld! But, all is not lost, people. As someone once said (and if I ever find that person, I'll definitely kiss 'em), from all bad things come good! We have a great (and I mean it) four-part AMETHYST mini-series cooking, that will shortly follow the SPECIAL We'll introduce Amethyst as the Lord of Order she truly is, in a revitelized Gemworld. And ... we'll be tying in with the Sorcerers' World of the Legion of Super-Heroes. not to mention other terrific stuff! But, I'll save those details for next time. Until then, take care, all, and we'll see you soon-Karen



